

ABSTRACT OF THE DISCLOSURE

An entertaining psychological war attack/defense chess game structure including a main body, two chessman drawers, several attack chessmen, ace chessmen and defense chessmen. The main body is formed with multiple passages for placing the attack chessmen or ace chessmen therein. Two end faces of each passage are respectively formed with slits for inserting the defense chessmen therein. The chessman drawers are respectively transversely disposed at two ends of lower side of the main body. The chessman drawer is formed with receptacles for respectively accommodating the chessmen. When the chessman drawers are drawn out, the game is going to start. When stored, the chessman drawers are pushed back into the main body. A rest space is arranged under each end of the passage. After a chessman of an opponent successfully attack in, the chessman will automatically drop out of the passage into the rest space and be located therein. At this time, the tail end of the chessman is directed upward to show whether the chessman is an attack chessman or an ace chessman. According to the attack strategy of the players, the players can selectively place different kinds of chessmen in the passages of the main body to win the chess game.